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from tkinter import *
from tkinter import messagebox

class MyWindow:
    # initialized all widgets and controls
    def __init__(self, win):
        self.lbl1=Label(win, text='First number')
        self.lbl2=Label(win, text='Second number')
        self.lbl3=Label(win, text='Result')
        self.t1=Entry(bd=3)
        self.t2=Entry()
        self.t3=Entry()
        self.t3.config(state="disabled")
        self.btn1 = Button(win, text='Add')
        self.btn2=Button(win, text='Subtract')
        self.lbl1.place(x=100, y=50)
        self.t1.place(x=200, y=50)
        self.lbl2.place(x=100, y=100)
        self.t2.place(x=200, y=100)
        self.b1=Button(win, text='Add', command=self.add)
self.b2=Button(win, text='Subtract')
        self.b2.bind('<Button-1>', self.sub)
        self.b1.place(x=100, y=150)
        self.b2.place(x=200, y=150)
        self.lbl3.place(x=100, y=200)
        self.t3.place(x=200, y=200)
        self.btn3=Button(win, text='About', command=self.about)
self.btn3.place(x=100, y=250)
        self.btn4=Button(win, text='Clear', command=self.clear)
self.btn4.place(x=200, y=250)

    #function definition
    def add(self):
        try:
            self.t3.config(state="normal")
            self.t3.delete(0, 'end')
            num1=int(self.t1.get())
            num2=int(self.t2.get())
            result=num1+num2
            self.t3.insert(END, str(result))
            self.t3.config(state="disabled")
        except ValueError:
            messagebox.showerror('Text is not Allowed!', 'Numbers Only!')

    def sub(self, event):
        try:
            self.t3.config(state="normal")

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self.t3.delete(0, 'end')
num1=int(self.t1.get())
num2=int(self.t2.get())
result=num1-num2
self.t3.insert(END, str(result))
self.t3.config(state="disabled")
except ValueError:
    messagebox.showerror('Text is not Allowed!', 'Numbers Only!')

def about(self):
    messagebox.showinfo('About Info', 'Work of Edge L. Pangilinan')

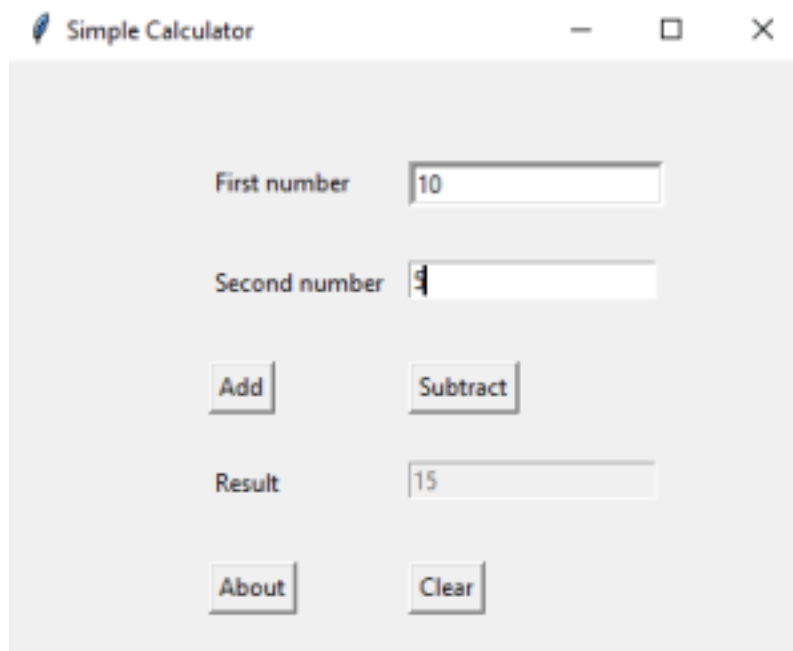
def clear(self):
    self.t1.delete(0, 'end')
    self.t2.delete(0, 'end')
    self.t3.config(state="normal")
    self.t3.delete(0, 'end')

#test the class
if __name__ == '__main__':
    window=Tk()
    mywin=MyWindow(window)
    window.title('Hello Python')
    window.geometry("400x300+10+10")
    window.mainloop()

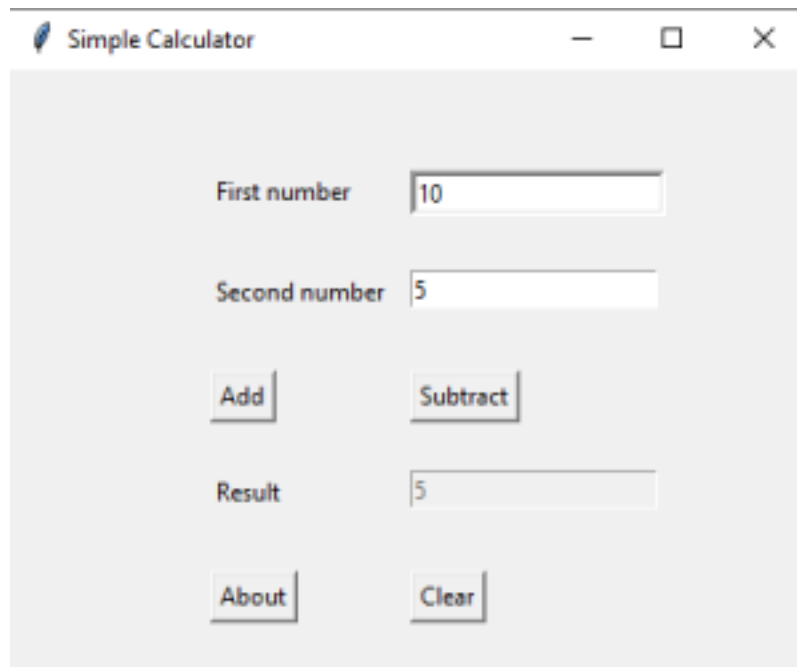
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OUTPUT:

Add:



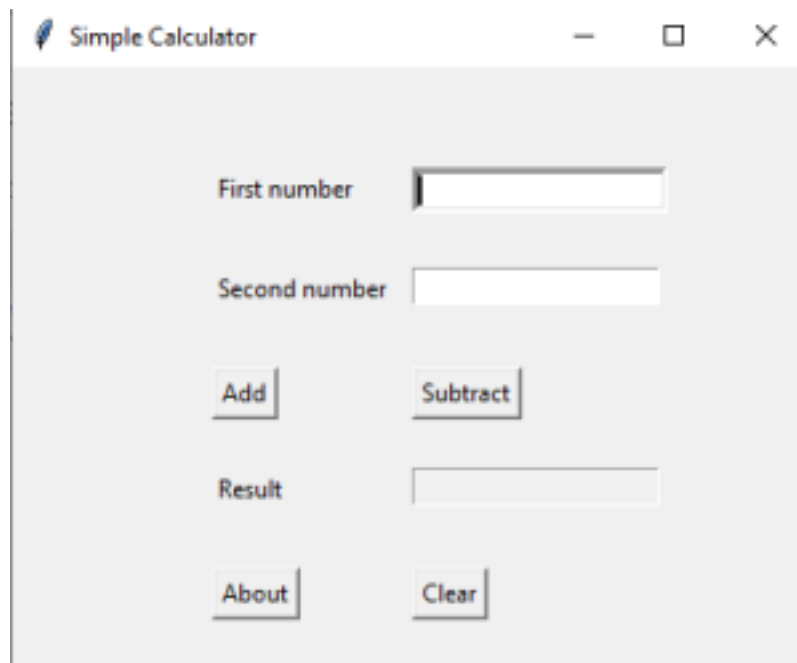
Subtract:



A screenshot of a 'Simple Calculator' application window. The window has a title bar with a feather icon, the text 'Simple Calculator', and standard minimize, maximize, and close buttons. The main area is light gray and contains several elements: two input fields for numbers, two operation buttons, a result field, and two utility buttons. The 'First number' field contains '10' and the 'Second number' field contains '5'. The 'Add' and 'Subtract' buttons are positioned below these fields. The 'Result' field displays '5'. At the bottom, there are 'About' and 'Clear' buttons.

First number	<input type="text" value="10"/>
Second number	<input type="text" value="5"/>
<input type="button" value="Add"/>	<input type="button" value="Subtract"/>
Result	<input type="text" value="5"/>
<input type="button" value="About"/>	<input type="button" value="Clear"/>

Clear:



A screenshot of the same 'Simple Calculator' application window after the 'Clear' button has been pressed. The window's title bar and layout are identical to the previous state. However, the 'First number' and 'Second number' fields are now empty. The 'Result' field is also empty. The 'Add', 'Subtract', 'About', and 'Clear' buttons remain in their original positions.

First number	<input type="text"/>
Second number	<input type="text"/>
<input type="button" value="Add"/>	<input type="button" value="Subtract"/>
Result	<input type="text"/>
<input type="button" value="About"/>	<input type="button" value="Clear"/>

About:

